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1 **ABSTRACT**

2 Location aware handheld portable computing devices, methods of operating  
3 the same, and computer architectures are described. In one described  
4 embodiment, a handheld portable computing device determines its location. The  
5 device can then acquire digital data that enables a user of the device to interact  
6 with a location environment. The digital data can comprise different types of data  
7 that permit environmental interaction. One type of data comprises one or more  
8 applets that can be loaded and executed by the device. Other types of data include  
9 code download pointers such as URLs that can point to Internet-accessible  
10 locations from which applets can be obtained. The device can include an applet  
11 cache that can maintain one or more applets for future use on the device. When a  
12 device location changes, the device can flush or otherwise empty the cache of  
13 applets that are no longer needed. In one particular embodiment, the device  
14 determines its location by accessing one or more hierarchical tree structures each of  
15 which comprising multiple nodes that represent physical or logical locations. The  
16 device, or software code that is executing on the device, can then traverse at least  
17 one node on the one or more hierarchical tree structures to ascertain a device  
18 location.  
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